

THE VAULTS OF ZURICH

Artworx

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IMPORTANT LOADING INSTRUCTIONS: Atari computers.

DISKETTE:

- Turn off computer — insert BASIC cartridge.
- Insert diskette into drive — turn on computer.

CASSETTE:

- Turn off computer — insert BASIC cartridge.
- Insert cassette into cassette player — rewind fully.
- Press 'PLAY' on cassette player.
- Hold down 'START' key on computer.
- Turn on computer.
- Press the 'RETURN' key after you hear the tone.
- Allow the tape to continue loading after the 'intro'.
- If you have a disk drive or 850 Interface, be sure to DISCONNECT either unit before turning on computer.
- If program will not load, try other side of cassette.

LOADING INSTRUCTIONS: other computers.

- This program loads from BASIC.
- Apple disks are DOS 3.3 format and will autoloading.
- For other disk systems, check disk directory for program name and then use LOAD and RUN commands.
- For cassette, use LOAD and CLOAD command from BASIC.

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by Felix and Greg Herlihy
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INTRODUCTION

Zurich, Switzerland's largest city, is the banking capital of the world. The rich and powerful come to Zurich to deposit their wealth in its famed impregnable vaults.

But you, as MASTER THIEF, have dared to undertake the boldest heist of the century. You will journey down through a maze of corridors and vaults, eluding the most sophisticated security system in the world. Your goal is to reach the Chairman's Chamber on the ninth level to steal the most treasured possession of them all: THE OPEC OIL DEEDS! Unfortunately, you have but two hours to snatch the deeds and return to the bank lobby.

As you wander through the nine levels you will meet characters ranging from stray tourists to rich and powerful depositors. To pinch the oil deeds, it is essential to bribe some of these characters to join in the effort.

Each vault contains a certain amount of blue chip stock which becomes yours if you successfully gain control of the vault by either bribing or defeating its inhabitants. Some vaults also hold tools which help in your descent to the ninth level. Other vaults have TV cameras which will trigger an alarm if you stay too long.

The corridors on each level are patrolled by nasty guards who refuse to take bribes and can be quite annoying.

The rip-off of the century is not going to be easy, but then a master thief of your standing would not have it any other way.

RULES

The rules for THE VAULTS OF ZURICH are actually quite simple. They have been grouped into seven main sections: Orientation and Object of Game; Start-up; The Screen; Vault Rooms and their Contents; Corridors and their Contents; Winning; and Tips for Good Play.

A clear understanding of the rules and a good sense of greed should get you far in this game.

ORIENTATION AND OBJECT OF GAME

By crawling through an airduct in the bank's basement lavatory, you have been able to gain access to the bank's subterranean vault system. You have brought nothing with you but your wits. At the beginning of the game you find yourself in the center of the first level of the vault

system. Each level is five sectors wide and five sectors long. Each sector may be either a corridor or a vault room. There are nine levels in all. As you descend a level, the contents of the vault rooms increase in value. The strengths of the vault occupants and of the guards who roam the corridors also increase when you descend.

Your goal is to journey down to the ninth level, steal the OPEC oil deeds, and return to the bank lobby within two hours. With this goal in mind, you can now learn about the specifics of your VAULTS OF ZURICH program.

START-UP

After you have LOADED and RUN your VAULTS OF ZURICH program (Atari users should note special loading instructions on inside front cover of this documentation), you will be asked your name. You may call yourself anything up to 8 characters in length. Enter what you wish to be called and press the RETURN key. Your computer will then spring to life, displaying a screen full of graphics and information. Note that each time you run the program, you will be given a different vault structure. There are virtually millions of possible combinations.

THE SCREEN

The top left corner of the screen displays the level you are currently on (Level One at the start). The top right corner displays the time remaining of the two hours you are given to perform your heist. The center of the screen gives a diagram of the specific sector of the floor you are on, indicating whether it is a vault room or a corridor. The contents of the vault or corridor are also marked.

The bottom of the screen has three sections: COMMAND, TOOLS, and GROUP.

At the outset, your name will be listed under GROUP. As the game progresses, you shall expand your group to include people you encounter on your way to the ninth level.

The TOOLS listing keeps a record of the tools which you pick up on your journey.

The COMMAND prompt is the heart of the game. The COMMAND section receives your orders and prints the results of your decisions.

To move about the VAULTS OF ZURICH with the Atari computer, plug in a joystick into slot #1. Move the joystick left or right to go west or east; up or down to go north or south. Press the trigger to go up or down staircases. For the VIC, Apple and PET/CBM versions of the program, type in numbers corresponding to the direction desired: "4" to go west, "6" to go east, "8" to go north, and "2" to go south. Typing "5" will take you to a different level if you are in a corridor with an up or down staircase. Note that the VIC versions can use either the keyboard input or joystick for movement.

The cursor also responds to these commands listed in Table One:

Table One: Legal Commands

"BR"	for	BRibe
"DR"	for	DRill
"DU"	for	DUp
"EX"	for	EXplode
"FI"	for	FIght
"KE"	for	unlock
"PL"	for	PLans
"TA"	for	TAke
"WI"	for	WIring
"\$\$"	for	wealth

The meanings of these commands will be explained as we go on.

VAULT ROOMS AND THEIR CONTENTS

Each vault room contains a certain amount of blue chip stock which is listed in the lower right corner of the room. If a tool is present in the vault, it will be displayed in the upper left corner of the room. If a television camera is present, it will be displayed in the lower left corner of the vault.

Each vault room contains a group of people. As you go from one vault room to another, it is your general strategy to build a strong group and collect enough wealth to make it down to the Chairman's Chamber on the ninth level. The characters to be found in each vault are listed (in inverse print) in the upper left corner of the room.

Table Two lists the characters you may encounter and their value in ascending order:

Table Two: Characters to be found in the Vaults.

Character Name	Value
TOURIST	1
JANITOR	2
TELLER	3
JEWELER	4
INVESTOR	5
TRUSTEE	6
COUNTESS	7
HEIR	8
SHEIK	9
CHAIRMAN (see note)	10

Note: The CHAIRMAN is encountered only in his Chamber on the ninth level.

The value assigned to the MASTER THIEF playing the game is 10.

Upon entering a room, you may Fight, BRibe, or Explode its occupants to gain control of the wealth the room holds. To Explode the occupants, you must have EXplosives in your possession (See TOOLS section). Here is a breakdown of your two other options:

Fighting

If you are in a vault room, by typing "FI" you immediately engage in battle with the vault's occupants. The computer will respond with "FIGHTING!" and the battle is on. As individuals from both groups are knocked out of play, their names are erased from their group and displayed under COMMAND before they vanish for good. The fight continues until all the members of one group have been eliminated. Should you be so lucky as to win the combat, the computer will display "YOU WON!". The value of the stock is credited to your theft account. To see how much wealth you have amassed, simply type "\$\$" to the flashing cursor. The value of your stocks will be computed, and using the most recent exchange rates, it will state your wealth in US dollars.

If, during combat, you feel that your group is faring poorly, you may type in a directional command (see Screen description) and leave the vault before the combat has been resolved. If you do so, however, you will trigger the ALARM. (See ALARM MODE). Upon reentering a room, the state of the room will be the same as when you left.

BRibing

The second option when entering a room is to BRibe the occupants. If you are successful, the most valuable occupant joins your group up to a limit of six. If you already have six people in your group, your lowest character in value (see Table One) will be replaced provided his value is less than the highest character in the room. Otherwise, no replacement occurs and the value of the vault's stocks is simply credited to your account.

To Bribe, type "BR" to the flashing cursor. If your BRibing attempt fails, the computer will print "NO GO", followed by "FIGHTING!", and automatically engage in combat. Your chances of winning the first round of combat are lower than if you had initiated the battle by typing "FI" upon entering the room.

If your BRibe is accepted, your wealth will be printed in inverse and the amount needed to bribe directly below followed by a "Y/N?". If you agree to pay the amount demanded, type "Y" (for yes) and that amount will be deducted from your account. The contents of the vault becomes yours, and the strongest member of the occupants' group will join yours.

If you feel the BRibe is too high, type "N" (for no) and fighting will automatically break out. Refusing to pay the bribe will result in lowering your chances of winning the first round of battle.

The asking price of the vault occupants and their corruptability is based upon the value of the stocks in the room. The more the stocks are worth, the more you must shell out to get the strongest to join you on your mission.

Your decision as to what course (BRibing or FIGHting) to take is based upon many factors. These factors include: the wealth in the room, the strength of the group in the room, and the strength of your group. The wealth in the room depends upon what type of stock it holds as well as the number of shares. Table Three provides a list of the different types of stock to be found in ascending value. The number of shares in each room is printed upon entering the vault.

Table Three: Types of Stocks to be found in ascending value.

SWISS CHEESE
SWISS CHOCOLATE
SWISS ARMY KNIVES
SWISS WATCHES
SILVER
GOLD
PLATINUM
URANIUM
OPEC OIL DEEDS (see note)

Note: The OPEC OIL DEEDS are found only in the Chairman's Chamber on the ninth level. Once you have gained control of a room by either BRibing, FIGHting or EXPloding its occupants, you may take any tools listed in the upper right corner of the room.

TOOLS

To take any tools listed in the room, type "TA" (for Take) after the computer has declared "YOU WIN!". The tool will be removed from the room and listed under TOOLS at the bottom of the screen. You are allowed to carry up to three tools with you. When you have three TOOLS and you encounter another one, if you enter "TA", the computer will respond by asking for a "1", "2", or "3". The tool indicated (by its place in the list) will be replaced with the new tool in the room. THE OLD TOOL WILL NOW REMAIN IN THE ROOM. You may return to this room and take the tool at any time.

The following is a list of the tools you may encounter and their function in ascending order of value:

PLAN. Command to enable: "PL". Press any key to return to close-up mode or computer will automatically return after 30 seconds. Use: Gives entire map of level on which found; only good on that level.

DRILL. Command to enable: "DR", followed by direction to direct which way to drill. Use: opens vault doors but deducts two minutes from time clock. DRILL stays with you when you change level.

KEYS. Command to enable: "KE", followed by a direction to indicate which way to unlock. Use: unlocks vault doors. The chances of opening a vault door with KEYS diminishes as you descend. No time is deducted when using KEYS. All KEYS are identical, so that if one key fails to open a vault door, all keys will fail. If a key does not open a door, it will never work on that door.

WIRES. Command to enable: "WI". Use: disables television camera in a room. Once a vault room has been WIred, the television camera is knocked out for good. Each bundle of WIRES can only be used once.

EXPLOSIVES. Command to enable: "EX". Use: blows up occupants and TV camera in a room. Good for all rooms except for the Chairman's chamber. Cannot be used in corridors. There is a slight chance of the ALARM being triggered. Each bundle of EXPLOSIVES can be used once. \$\$

Except for PLans, you can only use the tools listed in your possession under the TOOLS heading at the bottom of the screen. If you type "PL" to the flashing cursor without having PLans in your possession, a map of the rooms and corridors you have explored on that level will be displayed along with a flashing cursor indicating your current position.

VAULT DOORS

The presence of vault doors is indicated when you attempt to move in a certain direction and a vault door is printed across the entrance. Vault doors, when present, always protect rooms. The Chairman's Chamber on the ninth level always has four vault doors protecting its entrances. The presence of other vault doors throughout the system is randomly generated each time you play VAULTS OF ZURICH.

TV CAMERAS

The presence of TV cameras in rooms increases in frequency as you travel downwards. TV cameras are drawn in the lower left corner of the room. When you are in a room with a TV camera, the WIRing of the room will protect you from the camera ever going on. If you do not WIre the room and you are present when the TV goes on (indicated by the "OFF" turning to "ON" on the screen), the ALARM is triggered. See ALARM MODE.

ALARM MODE

The ALARM can be triggered three ways:

- By leaving a room before you have gained control of it.
- By being present in a room when a TV camera goes on.
- By attempting to sneak by a guard in a corridor and being sighted.

Using EXPlosives may trigger the ALARM as well, but not necessarily. During ALARM mode, the time remaining (located in the upper right of the screen) is replaced by a flashing "ALARM" and a 30-second timer. You have thirty seconds to find a staircase and leave the level.

In your haste to leave the level, you leave a trail of blue chip stock strewn about. The longer the ALARM is on, the more wealth you lose. In the confusion there is also a possibility of losing some or all of your tools. The ALARM is silenced as soon as you reach a different level.

If 30 seconds elapses and you are still on the ALARMED level, you have been CAUGHT and the game is over. If you run into a guard while the ALARM is on, you are also CAUGHT and the game is over.

CORRIDORS AND THEIR CONTENTS

Staircases are found only in the corridors. The direction they will take you is indicated by "UP" or "DOWN" printed beneath the stairs. If a corridor is a dead end, a wall will be printed after you have typed in a movement command.

Guards are found only along the corridors. The strength of the GUARDS increases dramatically the lower the level. Upon encountering a GUARD, you have essentially three options:

—Sneak by. To sneak by, type in a movement command. If the GUARD is on a staircase, you cannot change levels. The staircases are too narrow to use them without being SIGHTED. The bigger your group is, the less chance you have of sneaking by a GUARD. If you are successful, the sector you wish to move to will be displayed on the screen. If you are seen by the GUARD, the computer will print "SIGHTED!" and the ALARM will be triggered. See ALARM MODE.

—Fight. To Fight a GUARD, enter "FI" as you do in a room. Your group will immediately attack the GUARD. This is a good strategy on the higher levels, but on the lower levels the GUARDS will put up a good fight. You cannot leave once you have committed yourself to Fighting with a GUARD.

—Dump. By typing "DU" (for DUmP), you drop one quarter of your wealth on the corridor floor. The GUARD's attention is distracted and your group will pass by undetected. This is an expensive but failsafe method to get by a GUARD.

The Swiss GUARDS are too honest to accept any bribes.

WINNING

Although everybody who plays VAULTS OF ZURICH is a winner, to receive a score for your efforts you must reach the Chairman's Chamber on the ninth level and get the OPEC oil deeds. Upon entering the Chamber, you have no choice but to Fight the CHAIRMAN and his retinue of four SHEIKS. You cannot leave the room before the conflict has been resolved. You cannot Bribe or EXplode the occupants of the Chairman's Chamber.

Once you have the DEEDS under your belt, you must work your way back up the lobby before you run out of time. On your way back, you can encounter the same type of obstacles you met on your way down. If you make it to the lobby, you have been entirely successful. If you are caught any time after having the DEEDS in your possession, you will still receive a score. Your score is based upon your wealth, the level on which you were caught, the time remaining and the strength of your group.

TIPS FOR GOOD PLAY

- Explore at least two vault rooms before descending to the next level.
- Know location of nearby staircases when entering a room.
- Generally, alternate between BRIBING and FIGHTING the occupants of each room you enter.
- Try to sneak by GUARDS or DUMP on the lower levels, but FIGHT on upper levels
- Leave a room equipped with a live TV camera the same way you entered to minimize the time you spend in the room.
- Use KEYS instead of DRILLS whenever possible.
- Check overview of level by typing "PL" periodically to avoid going in circles.
- Do not leave room too soon by breaking off a combat. Many times the odds may swing in your favor.
- Only BRIBE with the intention of paying almost any figure.
- Be sure to have a strong, healthy group before entering the Chairman's Chamber.

